

Look for other Talking Alphonie® Activity Sets!

LEVEL ONE activity sets are geared for **AGES 3-4**, and teach basic concepts that are the building blocks of learning. Kids learn math concepts by "adding" pictures instead of numbers, and reading concepts by repeating pictures in a certain sequence.

After children learn basic concepts, they progress to **LEVEL TWO** activity sets geared for **AGES 5-6**. Kids apply the concepts they learned in **LEVEL ONE** sets to pictures, letters and numbers, as they try simple addition, subtraction and word building.

LEVEL ONE ACTIVITY SETS

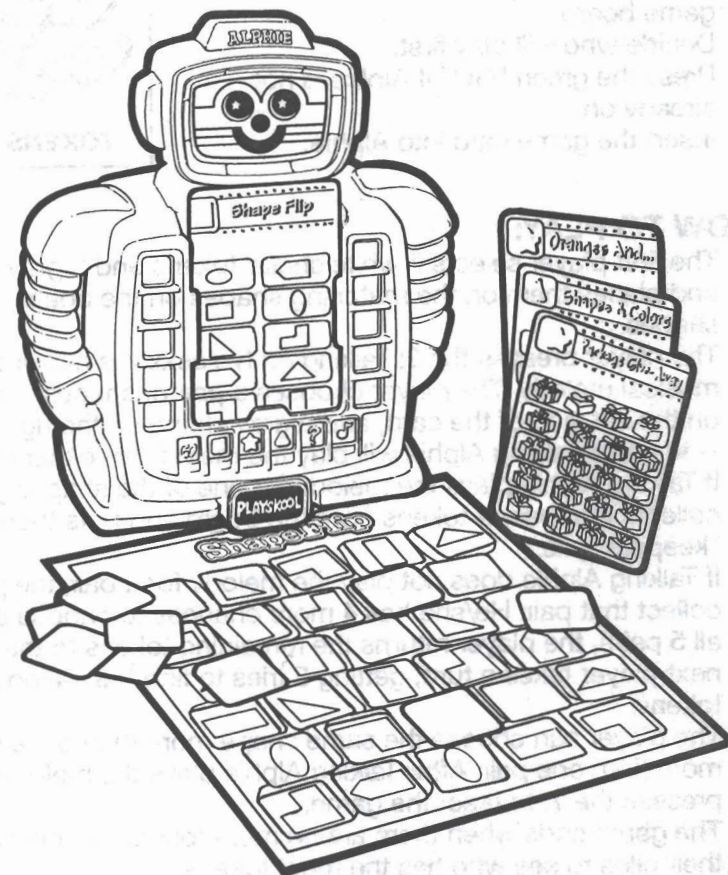
Alphonie's America Junior
Eating Right
Families
Outside
Healthy Times
On The Move
Learning Lights
Stories and Rhymes

LEVEL TWO ACTIVITY SETS

Alphonie's America Senior
Animal Calls
Variety Show
Spelling Fun



Talking Alphonie® Activity Set



Variety Show
Instructions for Games

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587/527 ASST. P/N 44434411

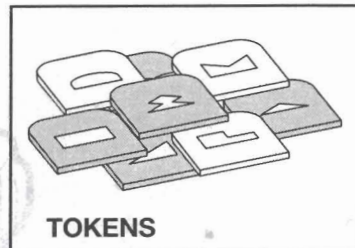
SHAPE MAKER 2-4 players

YOU NEED: Talking Alphie, Shape Maker game board, Shape Maker game card, 15 gray shape tokens and 15 white shape tokens.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:

1. Place white tokens in one pile, and gray tokens in another pile, beside the game board.
2. Decide who will play first.
3. Press the green "GO" if Alphie is not already on.
4. Insert the game card into Alphie.



HOW TO PLAY:

1. The first player selects 5 white shape tokens and 5 gray shape tokens, and places them on the matching shapes on the board, to make pairs of shapes.
2. The player presses the ?; Talking Alphie asks the player to find the musical melody. The player chooses a pair of shapes -- a white shape on the left side of the card, and a gray shape on the right side of the card -- to see if Talking Alphie will play the melody for either of those shapes.
3. If Talking Alphie plays the melody for one of the shapes, the player collects that pair of tokens from the board and puts them in his/her "keepers" pile.
4. If Talking Alphie does not play the melody for a pair, the player cannot collect that pair. He/she has 4 more chances to choose pairs. After trying all 5 pairs, the player returns the remaining tokens to the main piles. The next player takes a turn, getting 5 tries to find the melody and collect tokens.
5. The player can choose the same shape more than once if it appears in more than one pair. After Talking Alphie plays the melody, the player presses the ?, to reset the game.
6. The game ends when there are no more tokens to collect. Players count their piles to see who has the most tokens.

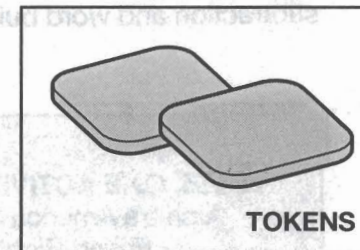
SHAPE FLIP 2-4 players

YOU NEED: Talking Alphie, Shape Flip game board, Shape Flip game card, and 30 yellow tokens.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:

1. Cover the pictures on the game board with the tokens.
2. Decide who will play first.
3. Press the green "GO" if Alphie is not already on.
4. Insert the game card into Alphie and press the □ button.



HOW TO PLAY:

1. The first player removes 2 tokens from the game board to reveal 2 shapes. If the shapes cannot be matched on the game card, the player replaces the tokens. The next player takes a turn.
2. If the shapes can be matched on the game card, the player presses the button for the shape shown on the left side of the card, then presses the button for the shape shown on the right.
3. If Talking Alphie says "Oops, try again," the player did not make a match. He/she replaces the tokens on the board, and the turn passes to the next player.
4. If Talking Alphie says "You're right" or another positive response, the player made a match, and places the 2 tokens in his/her "keepers" pile. The next player takes a turn.
5. The game ends when there are no more tokens to collect. Players count their piles to see who has the most tokens.